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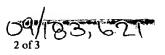
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This paper presents three techniques for reconstructing Lumigraphs/Lightfields on commercial ccNUMA parallel distributed shared memory computers. The first method is a parallel extension of the software-based method proposed in the Lightfield paper. This expands the ray/two-plane intersection test along the film plane, which effectively becomes scan conversion. The second method extends this idea by using a shear/warp factorization that accelerates rendering. The third technique runs on an ...

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